Lessons Learned from Adopting “The Eclipse Way”

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“The Eclipse Way”

• The way the SDK team develops Eclipse (and other software)

• It’s…
  ◆ agile
  ◆ proven
  ◆ now tool supported

◆ and based on feedback
Why adopting “The Eclipse Way”?

Which commercial and/or in-house project is not dreaming of meeting every deadline in a 6-week cycle over years?
Experiences

The Top 5 Lessons Learned
First Lesson Learned

Many practices not special for open-source or Eclipse development

Easy to adopt for in-house teams
Second Lesson Learned

End-Game is very useful, especially “raising the bar”

Easy to adopt, helps a lot
Third Lesson Learned

Consume Your Own Output is different, but possible to adopt

For example by directing production problems directly to the team (-> direct feedback, -> “feeling the pain”)

Fourth Lesson Learned

Live Betas is a lot harder

Letting teams test beta versions is not the same than live betas

Better: shorten release cycles (-> daily deployment)
Fifth Lesson Learned

It’s all about feedback and taking responsibility within the team
Thank you for your attention!

• Questions and feedback welcome!

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